

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A method of processing data in a data transmitting system, comprising:

forwarding data for further processing in the data transmitting system when data is being received;

generating idle time synchronizing information during idle time when data is not being received, the idle time synchronizing information for synchronizing a data receiving system with the data transmitting system, the generating idle time synchronizing information comprising:

preparing a runt abort packet; and

generating packet information by processing the data and the idle time synchronizing information in accordance with a packet protocol.

2. (Currently Amended) The method of claim 1, wherein the ~~step of generating idle time synchronizing information~~ preparing a runt abort packet includes:

~~preparing an abort a packet~~ having a length of less than six bytes.

3. (Currently Amended) The method of claim ~~[[1]]~~ 2, wherein the ~~step of generating idle time synchronizing information~~ preparing a runt abort packet includes:

preparing a runt ~~abort~~ packet having an abort byte sequence at an end of the runt abort packet.

4. (Original) The method of claim 1, further including:

loading idle time indication information into a data format consistent with the packet protocol.

5. (Original) The method of claim 4, further including:
alternately forwarding the idle time synchronization information and idle time indication information.
6. (Currently Amended) The method of claim 1, wherein the ~~step of creating~~ generating packet information includes:
scrambling the idle time synchronizing information.
7. (Original) The method of claim 1, further including:
creating network information by processing the packet information in accordance with a transport protocol; and
forwarding the network information to a data receiving system.
8. (Currently Amended) The method of claim 7, wherein the ~~step of creating~~ network information includes:
scrambling the packet information.
9. (Currently Amended) Apparatus for processing data in a data transmitting system, comprising:
a data element for forwarding data for further processing in the data transmitting system when data is being received and creating idle time synchronizing information during idle time when data is not being received, the idle time synchronizing information for synchronizing a data receiving system with the data transmitting system and placing the data receiving system in a correct state with respect to whether an inter-frame time fill byte or a data byte is being received; and
a packet processing element for creating packet information by processing the data and the idle time synchronizing information in accordance with a packet protocol.

10. (Currently Amended) The apparatus of claim 9, wherein the data element comprises:

[[an]] a runt abort packet preparing element for preparing [[an]] a runt abort packet.

11. (Currently Amended) The apparatus of claim [[9]] 10, wherein the ~~data element~~ runt abort packet preparing element is configured to comprises:

~~a runt packet preparing element for preparing a runt packet~~ prepare the runt abort packet having a length less than six bytes.

12. (Original) The apparatus of claim 9, further comprising:

a network protocol processing element for loading idle time indication information into a data format consistent with the packet protocol.

13. (Original) The apparatus of claim 12, wherein the data element comprises:

a forwarding element for alternately forwarding the idle time synchronization information and idle time indication information.

14. (Original) The apparatus of claim 9, wherein the packet processing element comprises:

a scrambler for scrambling the idle time synchronizing information.

15. (Currently Amended) The apparatus of claim 9, further comprising:

a network processing element for creating network information by processing the packet information in accordance with a transport protocol; and

a data transmission element for forwarding the network information to [[a]] the data receiving system.

16. (Currently Amended) The apparatus of claim 15, wherein the network processing element comprises:

[[A]] a scrambler for scrambling the packet information.

17. (Currently Amended) A method for receiving data at a data receiving system, comprising:

receiving an idle time synchronizing packet that was generated by a transmitting system during idle time at the transmitting system; and

synchronizing the data receiving system with the transmitting system by processing the idle time synchronizing packet, the processing the idle time synchronizing packet causing the data receiving system to be in a correct state with respect to whether an inter-frame time fill byte or a data byte is being received.

18. (Currently Amended) The method of claim 17, further including:

determining the idle time synchronizing packet is a runt abort packet; and discarding the packet.

19. (Currently Amended) The method of claim 17, further including:

~~extracting~~ discarding the idle time synchronizing packet from network transport information.

20. (Currently Amended) Apparatus for receiving data at a data receiving system, comprising:

a receiver for receiving an idle time synchronizing packet that was generated by a transmitting system during idle time at the transmitting system; and

a processing element for synchronizing the receiving system with the transmitting system by processing the idle time synchronizing packet, the processing element being configured to place the data receiving system in a correct state with respect to whether an inter-frame time fill byte or a data byte is being received.

21. (Currently Amended) The apparatus of claim 20, further comprising:

a ~~runt analyzer~~ checker for determining the idle time synchronizing packet is a runt abort packet; and
a discarding element for discarding the runt abort packet.

22. (Currently Amended) The apparatus of claim 20, further comprising:
~~an extractor~~ a remover for ~~extracting~~ discarding the idle time synchronizing packet from network transport information.

23. (Original) The apparatus of claim 20, wherein the processing element comprises:
a descrambler for descrambling the idle time synchronizing packet.

24. (Currently Amended) A method for synchronizing a transmitting system with a receiving system, comprising:
forwarding data from the transmitting system to the receiving system when data is being received by the transmitting system;
creating an idle time synchronizing packet during idle time when the transmitting system is not receiving data;
forwarding the idle time synchronization packet to the receiving system; and
processing the idle time synchronization packet at the receiving system to synchronize the receiving system with the transmitting system, wherein:
the processing the idle time synchronization packet further comprises:
causing the receiving system to be placed in a correct state with respect to whether an inter-frame time fill byte or a data byte is being received.

25. (Currently Amended) The method of claim 24, wherein the ~~step of~~ creating an idle time synchronization packet includes:
creating ~~[[an]]~~ a runt abort packet.

26. (Currently Amended) The method of claim ~~[[24]]~~ 25, wherein the ~~step of~~ creating ~~an idle time synchronization~~ a runt abort packet includes:

creating a runt abort packet having a length less than six bytes.

27. (Currently Amended) The method of claim 24, wherein the ~~step of~~ processing the idle time synchronization packet includes:

descrambling the idle time synchronization packet.

28. (Original) The method of claim 24, further including:
processing an incoming data stream in accordance with a network protocol; and
further processing the incoming data stream in accordance with a packet protocol.

29. (Currently Amended) The method of claim 24, wherein the ~~step of~~ processing the idle time synchronization packet includes:

determining the idle time synchronization packet is a runt abort packet; and
discarding the idle time synchronization packet.

30. (Currently Amended) A system for synchronizing a transmitting system with a receiving system, comprising:

a data element for forwarding data from the transmitting system to the receiving system when data is being received by the transmitting system and for creating an idle time synchronizing packet during idle time when the transmitting system is not receiving data;

a forwarding element for forwarding the idle time synchronization packet to the receiving system; and

a receiver processing element for processing the idle time synchronization packet at the receiving system to synchronize the receiving system with the transmitting system, the receiver processing element being configured to place the receiving system in a correct state with respect to whether an inter-frame time fill byte or a data byte is being received.

31. (Currently Amended) The system of claim 30, wherein the data element comprises:

[[an]] a runt abort packet element for creating [[an]] a runt abort packet.

32. (Currently Amended) The system of claim [[30]] 31, wherein the [[data]] runt abort packet element ~~comprises:~~ is configured to create the runt abort packet having an abort packet byte sequence
~~a runt packet element for creating a runt packet.~~

33. (Original) The system of claim 30, wherein the receiver processing element comprises:
a descrambler for descrambling the idle time synchronization packet.

34. (Original) The system of claim 30, further including:
a network protocol processing element for processing an incoming data stream in accordance with a network protocol; and
a packet protocol processing element for further processing the incoming data stream in accordance with a packet protocol.

35. (Currently Amended) The system of claim 30, wherein the receiver processing element includes:
a runt abort packet determining element for determining the idle time synchronization packet is a runt abort packet and discarding the ~~idle time synchronization~~
runt abort packet.

36. (New) A method for receiving data at a data receiving system, comprising:
receiving a synchronizing packet generated by a data transmitting system;
determining whether the synchronizing packet includes a runt abort packet;
synchronizing the data receiving system with the data transmitting system; and

setting a state of the data receiving system to a correct state with respect to whether an inter-frame time fill byte or a data byte is being received when the determining determines that the idle time synchronizing packet includes a runt abort packet.